

FIG. 1

A block diagram of a computer system architecture. The components and their connections are as follows:

- 12 KEYBOARD**: Connected to the CPU (11) via a vertical line and a horizontal line.
- 13 DISPLAY**: Connected to the CPU (11) via a vertical line and a horizontal line.
- 11 CPU**: The central processing unit, connected to the keyboard, display, system RAM, and the system bus.
- 16 REAL TIME CLOCK**: Connected to the CMOS memory (17) and the system bus.
- 17 CMOS MEMORY**: Connected to the real time clock (16) and the system bus.
- 18 BACKUP BATTERY**: Connected to the CMOS memory (17) via a horizontal line.
- 14 SYSTEM RAM**: Connected to the CPU (11) and the system bus.
- 15 BIOS ROM**: Connected to the system bus.
- 19 NON-VOLATILE MEMORY**: Connected to the system bus.
- 20 HDD**: Connected to the system bus.
- BUS 21**: A horizontal line connecting the CPU (11), system RAM (14), BIOS ROM (15), non-volatile memory (19), and HDD (20).

```

Power Savings:           [Customized]
  Hard Disk Timeout:     [Off]
  Video Timeout:         [Off]
  Standby Timeout:       [4 Minutes]
  Auto Suspend Timeout:  [15 Minutes]

Suspend Mode:           [Suspend]
  Auto Save To Disk:     [Off]

Resume On Modem Ring:   [Off]
Resume On Time:          [Off]
Resume Time:             [00:00:00]

```

FIG. 3

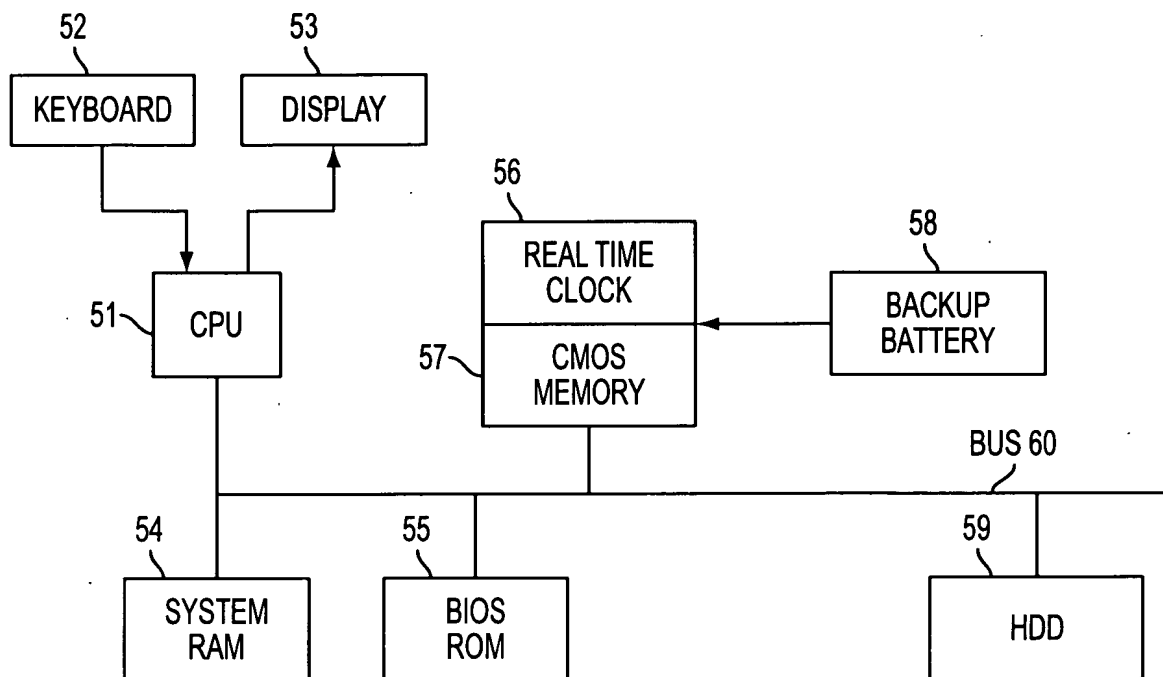


FIG. 4

Power Savings:	[Customized]
Hard Disk Timeout:	[Off]
Video Timeout:	[Off]
Standby Timeout:	[4 Minutes]
Auto Suspend Timeout:	[15 Minutes]
Suspend Mode:	[Suspend]
Auto Save To Disk:	[Off]
Resume On Modem Ring:	[Off]
Resume On Time:	[Off]
Resume Time:	[00:00:00]

FIG. 5

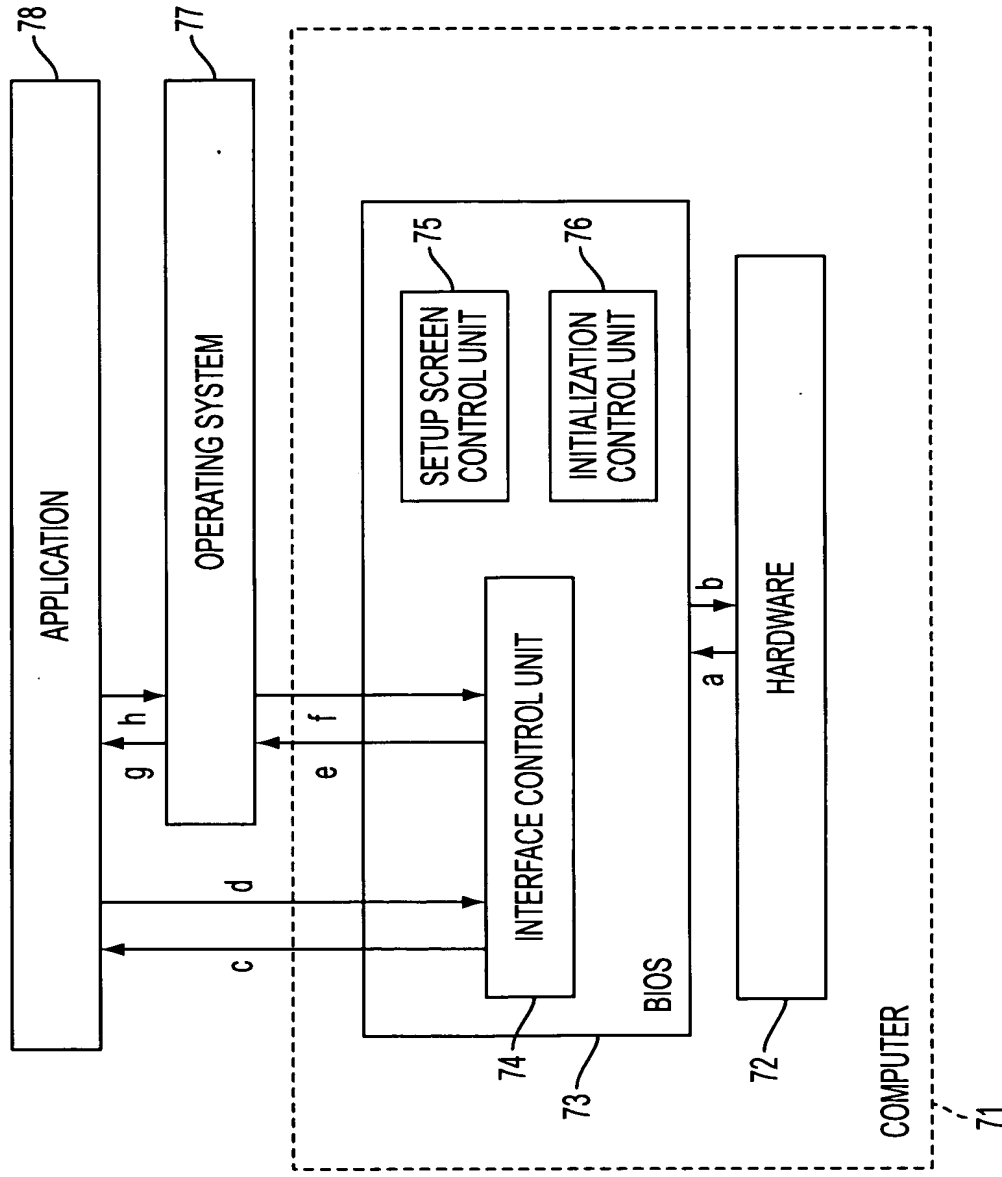


FIG. 6

DATA_No.	NAME OF SETTING	
00	NONE	_____
01	HARD DISK TIMEOUT	THE TIME IS SET UP TO WHEN THE HARD DISK MOTOR WILL BE STOPPED IF THERE IS NO ACCESS TO THE HARD DISK FOR A FIXED TIME.
02	VIDEO TIMEOUT	THE TIME IS SET UP TO WHEN THE DISPLAY OF THE DISPLAY DEVICE (LIQUID CRYSTAL/CRT) WILL BE EXTINGUISHED IF THERE IS NO DATA INPUT FROM THE KEYS OR MOUSE FOR A FIXED TIME.
03	IDLE MODE	WHETHER OR NOT THE TO USE THE IDLE MODE (STATE IN WHICH THE SPEED OF THE CPU CLOCK IS AUTOMATICALLY DROPPED) IS SET WHEN THERE IS NO KEY/MOUSE INPUT OR DATA INPUT/OUTPUT FOR A FIXED TIME.
04	STANDBY TIMEOUT	THE TIME IS SET UP TO WHEN STANDBY MODE (STATE IN WHICH THE DISPLAY DEVICE DISPLAY IS EXTINGUISHED AND THE HARD DRIVE IS STOPPED) WILL BE ENTERED IF THERE IS NO DATA INPUT FROM THE KEYS OR MOUSE FOR A FIXED TIME.
05	AUTO SUSPEND TIMEOUT	THE TIME IS SET UP TO WHEN MOVING TO SUSPEND MODE (DISPLAY ON THE DISPLAY DEVICE IS EXTINGUISHED, THE HARD DRIVE IS SUSPENDED, AND THE CPU IS STOPPED) IS ENTERED.

FIRST BYTE SECOND BYTE THIRD BYTE 255TH BYTE

04	05	00	00
----	----	----	----

FIG. 7